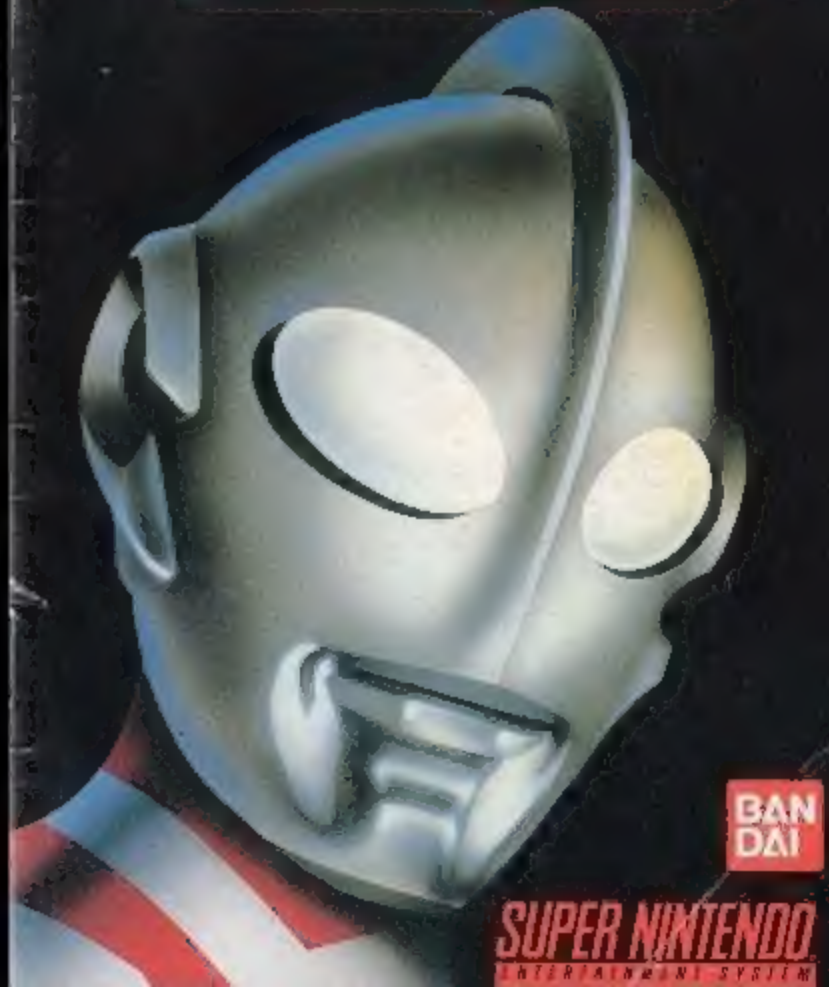
SNS-UM-USA

ULTRAMAN

INSTRUCTION MANUAL



BANDAI

SUPER NINTENDO ENTERTAINMENT SYSTEM

ULTRAMAN™

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THE ULTRAMAN STORY

Ultraman is the ultimate warrior and protector of peace of the universe. For eons he's been fighting an intergalactic battle against **Gudis**, an evil virus which attempts to wipe out all competing life forms.

Now the Gudis virus has infected earth, producing a horrifying group of giant **mutant monsters** to carry out its goal of the complete obliteration of life on the planet.

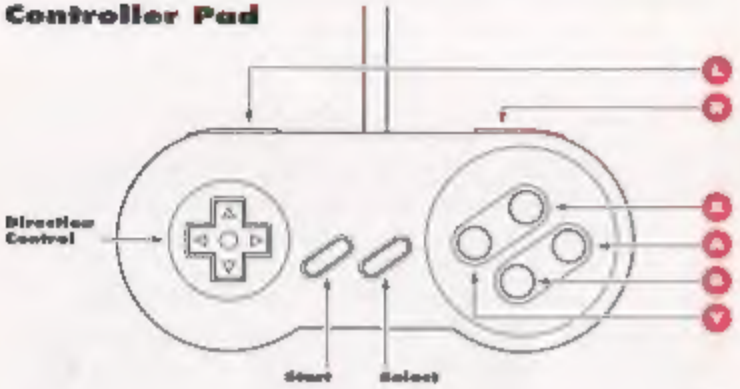
Ultraman now must battle Gudis and his mutant monsters on earth. But earth's polluted atmosphere is deadly to Ultraman. To fight in this world, he has become part of the molecular structure of a human – **Jack Shindo**. When all else fails, Jack transforms into Ultraman using the **Delta Plasma Pendant**. But Ultraman can battle on earth for only three minutes before he must return to human form.

Can Ultraman save earth and all of its inhabitants against Gudis and the mutant monster menace? He must, for he is our only hope.

Height: **197 Feet**
Weight: **58,000 Tons**
Flying Speed: **Mach 26**

CONTROLLING THE GAME

Controller Pad



A BUTTON: **Ultra Kick**.
- When Ultraman is holding a monster, "A" Button will be used for an **Ultra Throw**.
- Up direction plus "A" Button to do an **Ultra Spin Kick**.

B BUTTON: **Ultra Punch**.
- When Ultraman is holding a monster "B" Button will be used for an **Ultra Chop**.
- Up direction plus "B" Button to do an **Ultra Uppercut**.

X BUTTON: **Jump**.
- Up direction plus "X" Button to do an **Ultra High Jump**.

Y BUTTON: **Special Weapon** determined by top left and right buttons.

R BUTTON: Moves **Special Weapon** cursor up direction.

L BUTTON: Moves **Special Weapon** cursor down direction.

Four Special Weapons:

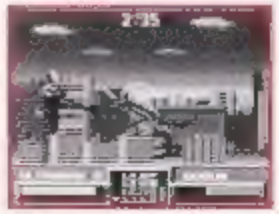
L4: BURNING PLASMA
L3: MAGNUM SHOOTER
L2: ARROW BEAM
L1: KNUCKLE SHOOTER

Note: See "Stage Clear" section in this manual.

L1: Knuckle Shooter

Ultra Kick

Ultra Throw



Ultra Spin Kick

Ultra Punch

CONTROL PAD FUNCTIONS

Up direction plus "A" Button to do an **Ultra Spin Kick**.
Up direction plus "B" Button to do an **Ultra Uppercut**.
Up direction plus "X" Button to do an **Ultra High Jump**.
Up direction plus "Y" Button for an **Ultra Shield**.
Right direction: To move **right**, to run **right**.
Down direction: To duck **down**.
Down diagonal right: To do an **Ultra Roll**.
Down diagonal left: To do an **Ultra Back Flip**.
Left direction: To move **left**, to run **left**.

Ultra Shield

Ultra High Jump

THE OBJECTIVE

This is an action game where you control **Ultraman**. Complete each stage by controlling Ultraman's kicks, punches, and special weapons. There are **nine stages** and **three levels of difficulty**. Within each stage there is a monster to be defeated! Complete the 9th level in the Expert mode to save the world from the mutant monster menace.

STARTING THE GAME

Place the **game cartridge** into the Super NES console and turn the power **on**. After the Bandai logo screen, the title screen will appear. Push **start** on the title screen to start the game.

THE MONSTERS

When the start button has been pressed, the game screen will then display the stage number you are entering and also give a profile of the monster you are going to fight. Press the start button during this screen to transform into Ultraman and prepare for battle.

ULTRAMAN POWER METER

In the lower left hand corner of the screen, **Ultraman's power meter** is displayed. When a monster hurts Ultraman, his energy in the power meter decreases. Ultraman will die if he loses all of his energy. Ultraman's energy will restore if he isn't hurt for a while.

MONSTER POWER METER

In the lower right hand corner of the screen, the **monster's power meter** is displayed. When Ultraman hurts the monster, its energy in the power meter decreases. The monster's energy will restore if he isn't hurt for a while.

Power Meter

STAGE CLEAR

When the monster's power meter energy is completely gone, the word **FINISH** will appear inside the power meter box. While the word FINISH is showing select to the L4 special weapon and fire it at the monster to defeat him.

NOTE: Any other special weapon will not defeat the monster – you must use L4.

Power Meter Energy Completely Gone

YOUR SCORE

After you clear a stage, your **score** will be calculated. Time left x 40 points + Ultraman life x 8000 points + Ultraman power meter (1 line x 40 points).

Score Screen

GAME OVER

Game Over will appear when Ultraman dies with no life left. One life is added to Ultraman for every 50,000 points.

OPTION SCREEN

To access the **option mode**, press and hold select button during the title screen and while doing that hit start button. Once in the option mode move the cursor up or down using the control pad to select a desired option. Once selected to a desired option, push left or right on the control pad to change the option to the way you want it.

The following **1 - 5** are included in the option mode.

1 DIFFICULTY

- There are three **modes of difficulty**: Easy, Normal, and Expert. Select your choice by using right or left on the control pad. Then go to exit and press start to begin. Make sure to play all modes to see the three different endings. Each mode has a different ending, expert mode has the best ending.

2 TEST MODE:

- For each stage you have cleared you may sample your **fighting skills** at another difficulty mode. Simply select your test fight stage and push start.
- If you are just starting out, stage one is your only choice.
- **Note:** You will return to the option screen before you end the stage.

3 SOUND TEST:

- All **sound effects** can be sampled simply by pushing the start button. Use left and right on the control pad to select desired sound effects.

4 MUSIC TEST:

- All **background music** can be sampled by pushing the start button. Use left and right on the control pad to select desired music.

5 EXIT:

- Push start button to return to the title screen.

MONSTER PROFILES

1. **GUDIS** is the evil space virus that is determined to destroy and consume every other life form in the Universe. Gudis has now come to Earth. Once infected with the Gudis Virus, the victim is unable to control itself and becomes part of the Gudis' plan. The power of Gudis continues to grow and develop as it assimilates other creatures into itself.

2. **BOGUN** is an unspeakable genetic mutation. Bogun has a head at each end of its sluglike body. The monster defends itself and attacks enemies using its strong antenna.

3. **DEGOLA** is originally a god of the Australian aborigines. In full force, Degola appears as a whirlwind, destroying everything in its path. This whirlwind, however, is merely to disguise the Gudis infected creature within. Gudis has created a monster able to emit a thunder beam from its claws.

4. **BARRANGAS** discharges a toxic gas from its body. Barrangas is able to transport itself from place to place in the form of this gas. The smallest breath of this lethal gas strikes down every living thing it confronts.

5. **GUDIS II** is a mutated version of Gudis. It's a lot uglier, stronger and meaner! It's a sort of worm creature that can slither very quickly. He whips his tail, thrusts his fist, rams his head, and shoots a bubble weapon all as an attack against Ultraman.

6. **ZEBOKON**, usually a lethargic, lumbering monster, lives in the depths of the forest. After being infected with Gudis, Zebokon attacks anyone around. He rams his head and shoots flames as an attack against Ultraman.

7. **MAJABA** has become an insect mutant of gigantic proportions as a result of the transfiguring effects of pesticides, toxins and degenerate forces of Gudis. It is very quick and can jump really high. It shoots deadly lasers from its eyes and slashes its long razor-sharp claws as an attack against Ultraman.

8 **KODALAR** has risen from the dark depths of the ocean, where the foul fury of Gudis has penetrated. It fires a laser out of its mouth that slides across the ground, knocking down anything in its path.

9 **KILAZEE** comes from the darkest corner of an evil galaxy. A nuclear bomb intended to stop this heinous monster has only served to increase the power of its laser weapons and fire-spitting breath. It jumps a lot and avoids attacks very well.

Character Action Creator: Dan MacArthur

Art Director: Royce Rumsey

Special Thanks: Hikaru Oki, Adam Sternberg, Susan Hodgkins, Daniel J. Simon, Deborah Adams

Package Design: The Medrick Group

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